

Unknown

Dark

Fear

el día de los muertos

Three Days of Dread

Damned

PAST & FUTURE

RISING

Hit Hit

Terror

Blind

written by john tynes • artwork by carl frank

"Suffer the little children to come unto me, and forbid them not: for of such is the kingdom of God."

— Saint Mark, 10:14

el Día de los Muertos is a scenario for Chaosium, Inc's *Call of Cthulhu* roleplaying game that utilizes the *Delta Green* sourcebook from Pagan Publishing. It's also the third and final chapter in the "Day of the Dead... Rising" trilogy.

background

It is November 2nd — *The Day of the Dead*. In recent days, seven children between the ages of four and six have been kidnapped in San Diego, California. One child was found murdered. The others were taken from the city to Tijuana, on the coast of Baja, Mexico. All seven had something in common: they weren't entirely human.

The covert agency known as Majestic-12 — described in the *Delta Green* sourcebook — is divided into twelve branches, MJ-1 through MJ-12. MJ-6, known as Project PLUTO, is the home for most of Majestic-12's mad-science work. PLUTO administers the development of new technologies — from microbiology and genetics to advanced military weapons systems — based on captured or negotiated-for alien technology.

Beneath PLUTO lies Sub-Project ARC DREAM, which focuses on the field of human genetics. The key to ARC DREAM's work is a document known as the Cookbook, a scientific guide to the human species provided by the aliens known as the Greys. Several additional sub-projects lie beneath the authority of ARC DREAM, each focusing on a different path of research based on different parts of the Cookbook.

One of these is Sub-Project BOUNCE. BOUNCE is headquartered at a facility on the Atomic Energy Commission's reserve at Los Alamos known as YY-II, or the ICE CAVE. BOUNCE's goal is the creation of super soldiers, humans who are resistant to radiation, chemical toxins, and biological agents. This resistance is to be accomplished by

splicing the genes of the alien Greys with those of humans, to gain the strengths naturally possessed by the Greys.

BOUNCE began in 1988. At first it had little success. However, in 1993 viable hybrid embryos were developed in the lab. The head of BOUNCE made the decision to place these embryos into unknowing civilian birth mothers, where the resulting children could develop in a real-world environment. San Diego was chosen as the test ground. BOUNCE infiltrated area hospitals and, over the next three years, settled on fifteen viable candidates — fifteen women who were seeking fertilization treatments to help them become pregnant. The embryos were implanted and disguised as the natural result of pregnancy, assisted by "experimental fertilization techniques." Eight of the women subsequently miscarried or had stillborn or fatally malformed infants. Seven of the hybrid children survived, and have been developing normally in the years since.

In recent months, routine checkups of the seven children by Majestic-controlled physicians revealed that while the youths were already demonstrating some unusual and desirable talents, they were also manifesting the very early symptoms of some genetic diseases. Clearly, this generation of hybrids was unsuccessful. BOUNCE decided to bring the children in for euthanasia, dissection, and analysis.

The responsibility for this operation was handed down the chain through several layers of deception, with the goal of making the abductions seem like the act of a psychotic serial offender. These layers of deception protected BOUNCE, but also introduced an unexpected factor: the patsy manipulated into performing the abductions was too psychotic, and also had his own agenda (as seen in the two previous scenarios of this trilogy). He murdered one of the children — whose corpse was taken by the police before an NRO DELTA infiltration team recovered it from the morgue — and attempted to send the remaining six children to associates in Tijuana unconnected to Majestic-12. At this point, BOUNCE lost contact with the psychotic patsy and with the six living children.

dr. silverman

Or so the leaders of BOUNCE believe. In truth, one of the Majestic-controlled doctors in San Diego learned that his superiors planned to eliminate the children. Dr. Luther Silverman, a pediatrician at the San Diego Children's Hospital, has no idea of the true nature of the experiment he has been involved with. He's never heard of Majestic or BOUNCE or the Greys. He believes that he's been conducting clandestine research for a major pharmaceutical corporation attempting to avoid FDA attention during their illegal but (ultimately) well-intentioned human experiments.

Representatives of this company (actually BOUNCE agents) have been blackmailing Silverman into cooperating with their experiment. Silverman has an unhealthy obsession with children. While he has never harmed a child himself, he does distribute the photos he takes of his young patients to like-minded individuals on the west coast. He is a tortured man, and he has done his best to channel his obsession into the healthy, healing practice of medicine.

When his controller told him that the experiment was being ended and that the children would have to disappear, Silverman flipped out. He wanted to save them, to prove to himself that he really was a good man and that all he really wanted was for children to be happy. Without BOUNCE's knowledge, Silverman staked out the home of one of the children and followed the kidnapper when he struck. He continued following the man until the six surviving children were assembled into a van and sent south to Tijuana.

At a rest stop just inside the Mexican border, the van pulled off for gas. Silverman ambushed the driver in the bathroom and subdued him with a potent drug, but not before the driver shot him twice. Bleeding and desperate – and deeply paranoid of the drug company's connections in San Diego politics – Silverman called the only people he felt he could trust. He called *Childsafe*.

childsafe

Childsafe is a highly visible and highly respected American charitable organization. It provides a no-nonsense rescue service for children on the street. If a kid calls Childsafe's toll-free number, a Childsafe volunteer will get the child off the street within thirty minutes and take him or her to a shelter, to the police, or any other refuge the child needs. Childsafe's volunteer lawyers will follow up on the child's situation and provide counsel and representation where needed.

Dr. Silverman has been a zealous volunteer for Childsafe in San Diego for ten years, performing duties ranging from manning phones to free medical treatment to expert-witness testimony, all to assuage his guilt over his obsessions. He trusts Childsafe completely, and he relied on them to rescue the kidnapped children from the clutches of the "drug company" and the psycho they hired to eliminate the kids. Sure enough, Childsafe was there in half an hour, and drove off with the six children even as the wounded Dr. Silverman was being taken to a hospital in Tijuana.

Unfortunately, calling Childsafe was perhaps the worst thing Dr. Silverman could have done. For Childsafe is not what it appears.

rick lash

Childsafe was founded in 1980 by Rick Lash. Lash was a pop star in the late 1950s and 1960s, a minor rival of Frank Sinatra's who found more success in Europe than in America. The coming of the Beatles and the advent of the late-1960s counterculture killed his mainstream career in America, though he continued recording and touring in Europe through the late 1970s. His music made him very, very wealthy, and unlike many of his colleagues he didn't squander his money. Investments made during the peak of his early fame left him fantastically rich by the time he left the music business altogether. He avoided drugs, alcohol, and the whole fast life that claimed the talent and fortunes of many others in his field.

Lash shared Dr. Silverman's peculiar obsession. As his career wound down, he made plans to build a children's theme park on a private island in the Sea of Cortez between Baja and the Mexican mainland, a place where children and their families would come and play. Building it offshore made financial sense, but secretly Lash also wanted to avoid the attention of U.S. law-enforcement authorities, who might otherwise discover some of his secret proclivities.

As construction of the theme park began, Lash relocated from Los Angeles to Isla de Placer, the name given to the small body of land a few hours' voyage from San Felipe. He built a house for himself on the edge of the theme park and oversaw construction every day. The more time Lash spent in the fantastical place he was building, the more possessive he became. Cut off from what few friends and family he had north of the border, Lash began to see his new project not as a theme park, but as a private kingdom: a place where he and the children he loved could live without interference, in a sort of cotton-candy utopia. He soon bought out the other investors, scaled down the plans, and turned the theme park into a private compound, with rides, living quarters, and other facilities constructed not for the general public but for himself, and for the children that he imagined would one day live there.

but where would he get the children?

In answer to this question, Lash founded Childsafe, the street-rescue charity, launching it in the southwest in 1980 but expanding steadily into a nationwide organization by 1990. The vast majority of the children who seek Childsafe's help get exactly what they expect: rescue from the streets and professional help in turning their lives around. But a small percentage of children get something else.

Those children who have no safe familial haven to go to – generally orphans, or children whose parents cannot be identified – are classified as special cases and receive special treatment. The leaders of Childsafe take direct responsibility for those children, wherever they may be. Some get legitimate, high-profile assistance, the better to throw the curious off the scent. The rest get the special treatment: their paperwork is forged, their records are sealed, and no one ever asks what happened to them again.

These children, never older than ten or twelve, are secretly shipped to Lash's private compound on Isla de Placer.

everland

Everland is a combination children's theme park and wildlife preserve – but the “wildlife” are human children. Rick Lash lives there year-round, spending his days with the kidnapped children riding the rides, watching movies, eating candy, and on and on. He is always dressed and made up as a clown, and is so far gone into his madness that he no longer truly conceives of a world beyond the boundaries of Everland. In fact, he's never personally harmed any of the Everland children under his care – his benign fantasy of perpetual childhood has eradicated any other impulses he may once have had. The children's obedience is ensured with a steady diet of chemicals that keep them mentally enfeebled, content to play, and happy in the want that they will never grow up.

Someone, of course, has to keep Everland running. Someone has to pay the bills, bribe the local officials, and arrange for the transport of new children to the island compound. That someone is the Karotechia.

the karotechia

Described in the Delta Green sourcebook, the Karotechia is a Nazi offshoot based in Brazil. They foster links to white-supremacist and anti-Semitic organizations all over the world. They are also thoroughly corrupted by the Cthulhu Mythos, and the group's leaders live magically extended lives.

The Karotechia have their hands in a variety of strange and unpleasant operations, but Everland takes the cake. Rick Lash was raised by his bigoted parents to hate Jews and other ethnic groups, and he kept that hatred his whole life. During his 1970s tours of Europe, as he was sliding into madness, Lash made secret donations to radical racist groups in many countries. This brought him to the attention of the Karotechia, who envied his wealth and sought to make him their puppet.

They succeeded. By the time Everland was finished, the Karotechia had snuck its Ritter (Knights) into the ranks of Childsafe and into Lash's personal staff on Isla de Placer. They maneuvered to discredit and eliminate the few people around Lash who were not loyal to the Karotechia, and slowly expanded their control over Lash's life.

By 1990, Rick Lash was a delusional idiot content to ride the roller coasters with the children he loved. The Karotechia took care of everything else.

Their point man for the Everland operation was and is Terry Matthews, a former Hollywood agent who is convinced that a Jewish conspiracy killed his career. Terry has been thoroughly corrupted by the Karotechia, and is now completely loyal to their goals. Officially, he's been Rick Lash's agent since 1987. Unofficially, he runs Everland and is the main contact for the Knights who work within Childsafe to divert selected children to Mexico. He reports directly to SS Oberführer Reinhard Galt (see the Delta Green sourcebook), one of the three leaders of the Karotechia and the man personally responsible for bringing Rick Lash into the fold back in the late 1970s. Technically, Matthews is a Pawn, not a Knight, but he functions like a Knight in terms of his responsibilities; he just doesn't know about all the occult lore that encircles the upper echelons of the Karotechia.

Childsafe™

REMEMBER, SAFETY FIRST

The Karotechia's primary interest in Rick Lash is his fortune. They now manage all of his assets, and they manage them skillfully enough to bring in a healthy amount of revenue each year without reducing Lash's capital. It's like a Nazi endowment.

Secondary to Lash's fortune, it is Everland and the kidnapping operation of Childsafe that interest the Karotechia the most. Reinhard Galt uses Everland as a source of food – he practices a form of magical cannibalism to prolong his life. The children of Everland are fed a Galt-supervised diet to produce the sweetest, heartiest meat Galt has ever found. However, Galt also uses Everland as a training ground. Some children – the strongest, cruelest specimens – are spared the chemical regimen that keeps the rest docile and childlike. These children are personally brainwashed and trained by Galt as racist warriors. Over time, they fill supervisory roles at Everland, keeping the rest of the children in line. Eventually, they graduate and are sent out into the world as full-fledged Knights to manage Karotechia-funded skinhead cells across the U.S. They are frothing racist hatemongers, as ready to make a bigoted speech to a booing crowd in Ohio as they are to field-strip an AK-47 and take out a schoolyard of black kids in Georgia. They are the brainwashed shock troops of the Fourth Reich.

the rule of day

For three weeks out of each month, the *Rule of Day* holds sway over Everland. Everything is happiness and joy. Rick Lash roams the park in his tattered clown suit and unkempt makeup, leading his young charges in each day's innocent activities. He spends a great deal of time arranging and rehearsing elaborate stage shows with the kids, personally supervising the choreography, set construction, and so forth; these “projects” – as he calls them – keep the kids busy and content, and are comprised primarily of his past musical hits.

the rule of night

For one week out of each month, the Karotechia take Rick away to his private residence. He is sedated, medicated, bathed, and otherwise tended to. Meanwhile, the children of Everland undergo a change of program. With the aid of drugs, they spend their days asleep and their nights awake. Each night during the *Rule of Night*, everything turns upside-down.

The children are taken off their enfeebling medications, and are instead dosed with psychoactive drugs that provoke psychotic states. During the Rule of Night the children swiftly factionalize and the strong children hunt and kill the weak, reveling before bonfires amid the artificial beaches of Tiki Haven. The Karotechia's Pawns remove the corpses from the park each morning once the children fall asleep and spend the day repairing anything that was altered, so that each night the territorial factions may form anew among the children and the Rule of Night continue.

At the end of the Rule of Night, the drug regimen switches back to the enfeebling medications, Rick Lash is freshly dressed and made up and released, and the Rule of Day returns. The slain children from the Rule of Night are butchered and prepared as per Reinhard Galt's Food of Life spell (see the Delta Green sourcebook), their flesh converted into a beef jerky that is then dispensed to the surviving children during the Rule of Day along with cotton candy and copious quantities of milk and vitamins. The cannibalistic beef-jerky diet slows the growth rate of the surviving children, so that they age at roughly half the normal rate.

the san diego kids

It is into this nightmarish cauldron of misfortune that the six BOUNCE-controlled children from San Diego have been thrown. Childsafe picked them up from the rest stop and questioned the raving Dr. Silverman long enough to decide that these kids could be safely removed from public scrutiny. They were taken directly to Everland.

It falls to Delta Green to rescue these kids from Everland and the Karotechia, as well as from Majestic-12 and Sub-Project BOUNCE. All six children will be dead from cancer within a few years in any event, of course, owing to the genetic defects resulting from their unusual heritage, but even that fate is preferable to the nightmares that Everland offers to its tousled-haired citizenry.

getting started

The first question to be settled by the Keeper is how to get Delta Green involved in this situation. To some extent, this is affected by how the Keeper is using the previous two scenarios in this trilogy, and so any advice here can only be sketchy at best.

The simplest solution all around is to have Dr. Silverman – the injured and deranged pediatrician from San Diego – be working not only as an unwitting agent of Majestic-12, but also as an unwitting Delta Green informant. In this premise, Dr. Silverman's tortured conscience got the better of him and he recently contacted the FDA to report the drug company that Sub-Project BOUNCE is hiding behind. The subsequent investigation got the attention of Delta Green, who hushed up the matter and is now playing out Dr. Silverman as an informant on the operation. When Dr. Silverman turns up in a hospital in Tijuana with two gunshot wounds, Delta Green swoops in to find out what's going on.

If the Keeper is in some fashion using the previous two scenarios, another premise is to have the Delta Green agents called in by a contact from the *Conspiracy X* adventure – which, indeed, is how that scenario ends.

Finally, if you are branching off directly from the *Vampire*:

The *Masquerade* scenario, the Delta Green agents could be patsies called in by the Sabbath to find out why their cargo of children was intercepted.

dr. silverman

Regardless of how the scenario kicks off for your group, the first stop is almost certainly going to be the unfortunate Dr. Luther Silverman. Dr. Silverman has been shot twice with a .32 automatic and is in serious but stable condition at Tijuana City Hospital. He can be approached during normal visiting hours, and thus far has refused to make any comment to the police or other officials about how he came to be injured.

Depending on the circumstances of the Keeper's campaign, Dr. Silverman might be receptive or hostile to the investigators. If he doesn't tell them anything, of course, then the scenario is close to being over. The various facts he might tell the investigators are summarized below. Should the group blow their chance with Dr. Silverman, the nearby sidebar, "Other Sources," can help get them back on track.

Dr. Silverman can (if he's amenable) tell them the following:

- He was shot while rescuing six kidnapped children from San Diego. He followed the kidnapper's van south to a gas station/rest stop on this side of the Mexican border, then ambushed the driver in the bathroom. Silverman was shot twice in the attempt. The driver was knocked unconscious with drugs Silverman had brought, but has since vanished and is unidentified. (This can be modulated depending on how the previous two scenarios were used. The driver's identity is of no particular importance to this scenario.)

other sources

If Dr. Silverman isn't talking, the investigators can try some other sources to figure out where the kids went. Suggestions are summarized herein.

- Witnesses. The investigators can question workers at the gas station, one of whom might have seen a Childsafe-labeled van in the parking lot around the time of the shooting. Potentially, a surveillance video from the time might even show the children being moved from the kidnapper's van to the Childsafe van.

- Silverman's Apartment. A search of Dr. Silverman's apartment is fruitful. For starters, the investigators can discover a cache of illicit child photography, along with a directory of mailing addresses that Silverman sends his medical-exam photos to. These are hidden, but his connection to Childsafe is not. Childsafe posters adorn the walls, Childsafe magnets dot the refrigerator, Childsafe t-shirts and jackets occupy his closet, and Childsafe bumper stickers grace his car. A successful Psychology roll suggests that Silverman is obsessed with the well-being of children; should the cache of pornography be discovered, it suggests a mind at war with itself.

- Tijuana Police. The Tijuana Police Department might or might not have learned of the presence of the Childsafe van. Even if they did, there were dozens of vehicles present and they might not have followed up on that lead yet. However, American law-enforcement PCs can potentially get a look at the files to date and discover this clue.

- The kids were safely removed from the scene by Childsafe, a well-known American charity that Dr. Silverman works for in a volunteer capacity. He called Childsafe from his cell phone before succumbing to his injuries.

- REXXOLA Pharmaceuticals was performing illegal experiments on the children for commercial purposes. Dr. Silverman claims that REXXOLA coerced him into cooperating with bribes. He does not admit the truth about his peculiar obsession or the blackmail effort by "REXXOLA" that actually got him to cooperate.

- He doesn't know where the children are now. He assumes that Childsafe has brought them back to San Diego and reunited them with their parents. If he learns this isn't the case, then he assumes the parents are on REXXOLA's payroll and he clams up, refusing to discuss Childsafe further – he now believes that Childsafe is finding safehouses for the kids while preparing some sort of legal action against REXXOLA. He considers Childsafe beyond reproach, much as he pretends to see himself; Childsafe is a dissociative metaphor for his own deluded self-image.

investigating childsafe

This section summarizes the surface of Childsafe. The information provided here is obtainable to anyone doing a little research.

Childsafe is based in Los Angeles, California. According to public sources, the charity was founded in 1980 by retired pop star Rick Lash. Publicity photos from as recently as 1990 show a smiling, grey-haired Lash posing with rescued street kids. One such photo has Lash dressed and made up as a clown.

As noted earlier, Childsafe wages a very public campaign to rescue kids from the streets – runaways, mostly. They have twelve offices: Los Angeles (their headquarters), San Francisco, San Diego, Seattle, Chicago, St. Louis, New Orleans, Atlanta, Miami, Detroit, Pittsburgh, and New York City. Each office has a staff of six or eight full-time employees, but the real strength of Childsafe is in their network of volunteers.

All told, Childsafe has about ten thousand "Childsavers," volunteers who will rescue children in their communities when notified by Childsafe and who network with local children's organizations to get the help their rescues need. If



secrets of childsafe

The head of Childsafe, Larry Barksdale, also runs day-to-day operations at the Los Angeles office. Barksdale is a Knight of the Karotechia who answers directly to Reinhard Galt.

Every regional office is run by a Pawn of the Karotechia. These Pawns have never heard the term "Karotechia" and generally do not have the same racist views as their masters. Instead, they are simply corrupt in some useful way. Some siphon off money from the charity. Others use their involvement with the charity to further their own political or business ambitions. Whatever the specific situation, each Pawn is controlled through blackmail by Larry Barksdale.

Barksdale reviews the daily reports from the regional offices and occasionally flags the cases of children who can be kidnapped without attracting notice. He passes the word to the Pawn on the scene, and the Pawn makes it happen. Between two and six children are kidnapped each month nationwide from the hundreds who pass through Childsafe's hands in that period of time.

The Pawns are also used for other purposes by the Karotechia. Childsafe's offices have numerous street contacts, enabling the Karotechia to keep tabs on racist gangs and other like-minded groups across the country.

GMs may wish to incorporate Childsafe into their part two investigations. Perhaps news reports are constantly reminding people to make a donation to Childsafe or "adopt-a-kid" programs are airing without Childsafe's approval. This sort of limelight attention may alert the PCs to other angles of the story. GMs should be prepared for the consequences when Childsafe is not comfortable picking up these kids in part 3, and the story disintegrates into finding Silverman lying dead at payphone, with an empty truck just a few feet away. Come to think of it, that's not so bad...

Childsafe doesn't have a Childsaver available where a kid needs help, they go straight to other local organizations instead. Childsavers have to pass a criminal-records check and receive at least twenty hours of training in child-crisis management. [There are many ranks within the Childsavers, keyed to progressive levels of certified training; upper-rank Childsavers are often certified youth counselors with emergency medical training. It's sort of an idealistic Masonic lodge.] Beyond the Childsavers, there are still more volunteers who specialize in child-related bureaucracies; many volunteers are attorneys doing *pro bono* work for the charity.

Childsafe is a respected but mildly controversial group. They are militant about getting kids off the streets and following up on their cases when the rescued kids enter the bureaucracy. Some child-welfare administrators dislike the group's evangelical fervor and ability to focus the media spotlight on important cases. In addition, Childsafe has been charged with kidnapping on sixteen occasions by angry parents whose children were rescued and handed off to the authorities; most of those cases are still pending. No convictions have resulted to date.

The Los Angeles headquarters has 20 full-time employees and 60 part-time office volunteers. While the regional offices are autonomous in their day-to-day operations, they do file electronic reports with the L.A. office every night and flag troublesome or media-worthy cases. Childsafe L.A. is very popular with celebrities. Every year, for example, Childsafe L.A. has a "Saved by the Soaps" day where popular daytime soap-opera actors answer the hotlines.

Childsafe claims to get "more than 5,000 kids" off the streets every year. They do not provide specific numbers, and do not track how many of those rescued kids end up on the streets again. As their president, Larry Barksdale, likes to say: "We're not focused on statistics. We're focused on kids."

connecting everland

The San Diego Police Department is still looking for the six kidnapped children; clearly, Childsafe has not handed the kids over to the authorities. The San Diego office of Childsafe has a standard press response to questions about the missing kids: "We at Childsafe are very concerned for the welfare of these children, as we are for all children everywhere. Any leads we receive are passed directly on to the SDPD. This is a police matter, however, and we are not directly involved." Reporters are offered a packet of statistics on the nationwide crisis of missing children.

The head of Childsafe San Diego – and a Pawn of the Karotechia – is Lydia Andrews, a former social worker. Andrews is a fiftyish widow who lost her husband and two young daughters in a car wreck ten years ago. She's been an employee of Childsafe for the past eight years, and became head of the San Diego office two years ago.

Being a Pawn, she has a secret. The loss of her family drove the empathic, high-strung Andrews over the edge. She constructed a secret room in her basement and kidnapped two little girls to take the place of her precious daughters, Charity & Chastity. After several weeks, wracked with guilt, Andrews went to her boss at Childsafe and confessed. He was a Pawn of the Karotechia, of course, and saw a perfect opening. He packed the girls off to Everland, and took Andrews along so she could see first-hand what a wonderful place awaited the special children Childsafe sent south of the border. Andrews bought this fantasy hook, line, and *dehided* sinker; it was so much easier to accept than the frightening prospect of the law's harsh justice. She helped Childsafe kidnap many more children over the next few years, using her secret room as a temporary safehouse, and eventually became the head of the San Diego office.

It's up to the investigators to find the missing children's trail in San Diego. A search of the Childsafe offices turns up nothing, as their records are digital and immaculate – any information about children diverted to Everland is erased from the system once the decision is made. The staff are friendly, and deny ever making pick-ups south of the border.

Investigation of Lydia Andrews turns up her tragic past, and a search of her house reveals a disordered mind. Thousands of pictures of children cut from magazines are pasted onto the walls in every room. Something resembling an altar to her dead daughters burns with candles around the clock. A dozen framed pictures of unidentified children grace the altar (all rescues sent to Everland); an Idea roll brings

recognition that all twelve photographs were taken in Andrews' home. Matching these photographs to missing-children advisories issued by the SDPD is child's play, so to speak, though none of the photographs are of the newly missing six children. It's relatively easy to bring Lydia Andrews down – she's only three steps from a nervous breakdown as it is – and she can direct the investigators to Everland, as well as informing on Childsafe's secrets. Being a Pawn, she knows nothing of the Karotechia.

Without Andrews, the investigators have a tougher time finding a link to Everland. The most likely path is through Rick Lash. Even a cursory investigation into Childsafe turns up his name as the founder, and thousands of articles have been written about Lash over the years. Most, however, date from 1955 to 1970; media coverage of the washed-up pop star drops off dramatically around then. It's not difficult to learn about Everland, though. His early announcement of the Everland Theme Park made news in 1976, as did reports of how the theme park failed before it even opened in 1978. [That's not what really happened, of course, but that's how outsiders interpret Lash's actions.] A handful of retrospective articles on Lash have appeared since then, generally related to his work with Childsafe. Occasional references to "Everland, Lash's private island in the Sea of Cortez," should catch the investigators' attention. [The island is actually called Isla de Placer, but few reporters get this right.] The last new article about Lash appeared in 1990; he hasn't been seen in public since.

finding rick lash

Hollywood talent directories still list Rick Lash. He's represented by Terry Matthews Talent, an agency with no other clients. Messages can be left with an answering service in Los Angeles; Matthews only checks his messages every couple of weeks. [Pawns and Knights just call him directly at Everland.] Lash's place of residence is apparently Everland. His mailing address is given as Isla de Placer, Mexico.

isla de placer

Isla de Placer is a small island in the Sea of Cortez, a couple hours' sail from San Felipe. Lash owns the island outright, though it is still within the jurisdiction of the Mexican government. No tourist information is provided about the island, and inquiries to travel officials are met with the news that the island is private property – visitors are not welcome. Satellite or aerial photos of the island show extensive developments in the center, but the shores are untouched except for a small dock on the western side.

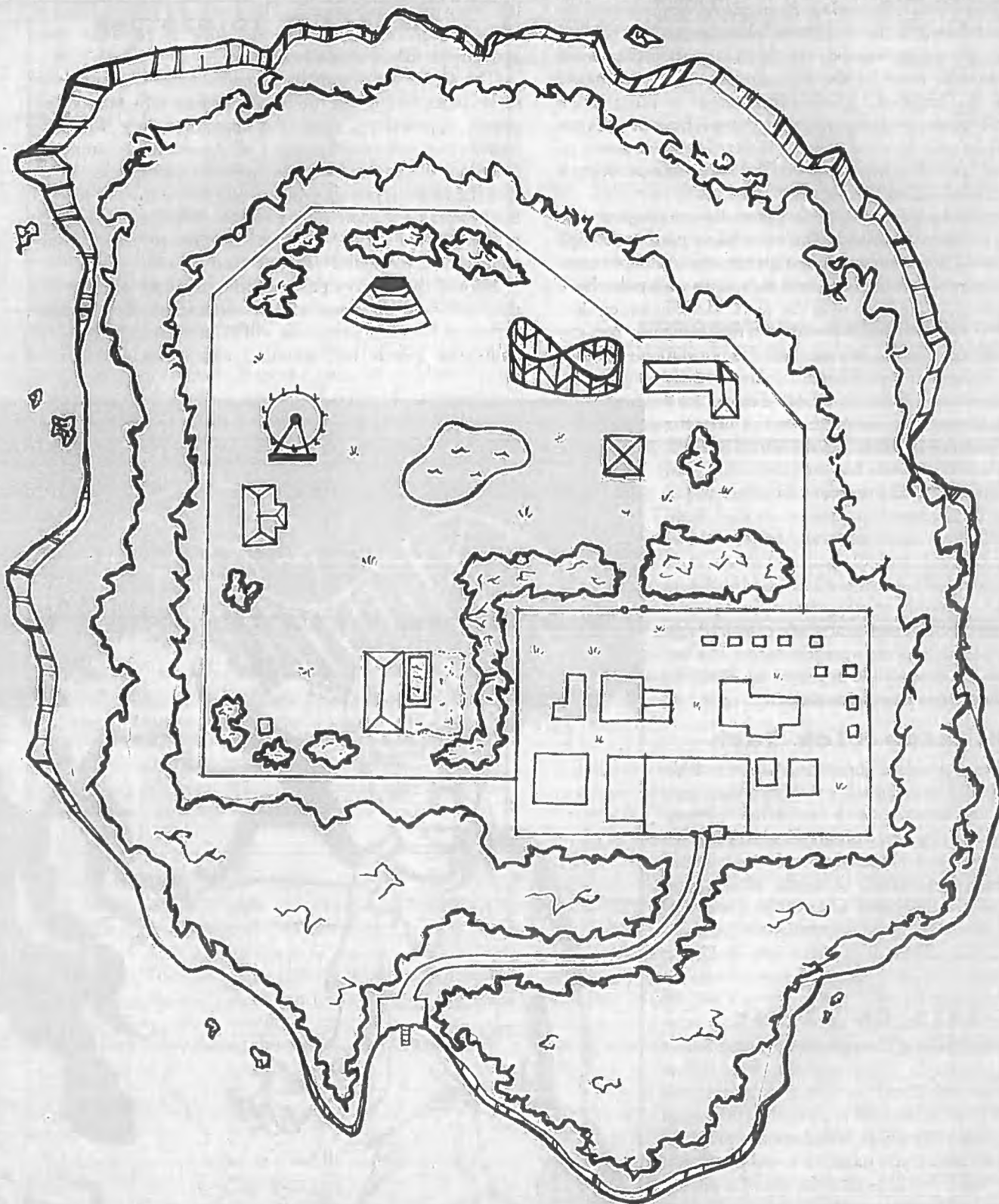
Investigators can approach the island by sea or by air. There is no suitable landing field for a plane, but a seaplane could make a water

landing without any trouble. The shores are approachable on all sides for boats, though the dock is certainly more convenient than the beaches.

The shores are nominally unmanned and unguarded, but surveillance stations on the island's highest hills will spot any openly approaching craft. An unmarked jeep with four friendly but well-armed guards – all American or European – greets any unexpected visitors. Normal-looking folks are told that the island is private property and they'll have to leave. If the visitors have some sort of trouble with their vessel, help is politely but swiftly rendered. Access to the Everland compound is forbidden – it can't even be seen.

Should the visitors prove hostile, or if it's obvious that they are here on some sort of infiltration/reconnaissance endeavor, Everland's response will be immediate and violent. Numerous guards will surround and attack, using their





knowledge of the island's geography to their advantage. The guards will shoot to kill without warning if they are convinced of the intruders' bad intentions, though they will attempt to take one alive for questioning.

Despite the tone of the proceeding, Everland is not a

terribly well-guarded facility. Investigators with a background in infiltration should have no problem making a secret night landing, perhaps even parachuting in. The Karotechia are not expecting any covert-ops teams to show up at Everland — just the occasional lost tourists or band of crooks.

the everland compound

Everland is bordered by a twelve-foot chain-link fence. The fence has four rows of barbed wire on top, and the entire assembly is heavily electrified. Vegetation is fairly thick on the Isla de Placer, but has been cleared for twenty yards on either side of the fence. A paved road runs from the dock on the west shore to the one and only entrance through the fence. That entrance is an armored gate with retractable tire spikes and a fortified guardhouse. Two armed guards are always on duty at the entrance, and they have communications links to the two surveillance stations and to Everland itself. There are no roving guards inside or out, however; no guards leave the compound unless visitors are spotted.

Through the entrance, travelers arrive at the mundane portion of the Everland compound. This contains a parking lot with two large trucks (for hauling supplies from boats moored at the dock), a warehouse, a small power plant and waste processing station, the administration building, a repair shop that can service the mechanical and electronic equipment used throughout Everland, barracks for the guards, a cafeteria, private bungalows for the staff, and a recreation facility for the guards and staff both. All told, there are 20 armed guards and a staff of ten, including the administrative head of Everland, Terry Matthews. As noted earlier, Matthews is a Knight of the Karotechia; the rest of the staff and guards are Pawns. The guards are almost all militant racist Pawns from the U.S. and Europe who spend several months working guard duty at Everland, in return for which they get training in weapons and guerilla warfare. The 30 staff and guards are exclusively caucasian, for obvious reasons.

Beyond the mundane area lies the heart of Everland. The two zones are separated by still another electrified fence that matches the first one. Foliage obscures vision between the two zones so that the structures of one cannot be seen from the other. [This isn't completely true of inner Everland, since some of the theme-park rides tower above the treeline.]

Everland proper is a gaudy theme park. It is not as well-developed as a commercial theme park. There is minimal landscaping, and lots of open fields with dusty paths worn through them. But there are rides in abundance, including a massive roller coaster, a merry-go-round, bumper cars, a tilt-a-whirl, and so forth. There are a dozen rides altogether, grouped around a fresh-water reservoir with a tropical theme known as Tiki Haven. Besides the rides, Everland also hosts a state-of-the-art outdoor theatre with seating for two hundred,



a stage with catwalks and backdrops, and a sophisticated light and sound system.

Set off from the theme-park area is the air-conditioned Everland Hotel. This is a five-story structure that contains a hundred furnished rooms, which are rather the worse for wear. The ground floor has been converted into an entertainment center with a video arcade, movie theater, play room, and the like. Behind the "hotel" is an Olympic-sized swimming pool and an exercise yard with a kid-sized obstacle course painted in bright colors.

A hundred yards from the hotel is the House of Lash the Clown. This is Rick Lash's two-story home, done up from the outside like a funhouse with clown faces painted all about. Visitors are buzzed in by the two armed guards on duty inside. The interior of the house is simple and clean, though Lash

spends little time here. The upstairs contains Lash's bedroom. Much of the ground floor has been converted into a minor-emergency medical clinic, used for treating the occasional injury but mostly for preparing the variety of drugs used on the children – and on Lash himself. During the Rule of Night, four additional guards are stationed inside the house and four medical/pharmaceutical personnel (from the main staff) stay here to oversee things.

Underground tunnels link the staff compound to the Everland theme park, the hotel, and Lash's house. These tunnels are a secret that the children never learn. They are mostly used to bring food and supplies into the park every day or two for distribution by Lash to the kids.

Surveillance cameras – with light amplification and thermal imaging for use at night – are everywhere. Most are very well disguised in trees, buildings, rides, and so forth. A few are out in the open – notably one that shows the front of Lash's house. Hidden cameras are also present in every single room of the hotel. These cameras are monitored by the staff and guards in the administrative compound, though not with much diligence during the Rule of Day. During the Rule of Night, however, the guards and staff watch the cameras avidly, placing bets on which children will live and which will die.

resolving the scenario

The primary goal of this scenario is for the Delta Green agents to rescue the six children and return them to their families in San Diego. Secondary goals include exposing and shutting down both Everland and Childsafe, and hopefully doing the same to Dr. Silverman and Lydia Andrews. A tertiary goal could be discovering the Karotechia's involvement ("Hey, why do all these Rick Lash bank accounts lead to Brazil?"), no doubt prompting further adventures.

The climax of the scenario will presumably involve the investigators sneaking into Everland and trying to find and rescue the kids. Usually, all the children are drug-addled and will offer no resistance and raise no alarm, so if the group can get past the guards then all will be well and they can flee the Isla de Placer with the six children in tow. They'll have enough evidence to get the legitimate authorities to take a look at the island and at Childsafe.

Two notable facts are in order. One, this is the climax to a fast paced trilogy. GMs should push the PCs recover the children in one day. Whatever threat is out there is not about to wait around. The PCs should feel vexed, cornered, and have no time to plan.

Two, this is *Delta Green*. The ideal climax would be for the investigators to come ashore during the Rule of Night. That means the children will be jacked up on psychoactives, factionalized into violent tribes, and ripe for psychotic mayhem. Just to make things truly interesting, an NRO DELTA hit squad should hit the island on the heels of the investigators. The squad has followed the agents here and is hoping to wipe out the six BOUNCE children. MJ-12 knows nothing of Everland and Childsafe, so the NRO DELTA squad will be just as baffled by the psychotic children and the crazed theme park as the investigators – though they'll also be willing to blow away toddlers left and right to achieve their goal. Children being the wily beasts they are, however, the psychotic-drugged kids of Everland may have a few tricks up their sleeve. Meanwhile, Lash the Clown lies sedated in his bedroom, dreaming of cotton candy and the rise and fall of a pop star.

"And God shall wipe all tears from their eyes, and there shall be no more death, nor sorrow, nor pity, and neither shall there be anymore pain, for the former things are cast away."

– Revelations Chapter 21:4

